



# Drive Girls

INSTRUCTION MANUAL

# CONTROLS

The Drive girls have different actions in their fighting form and driving form.



## FIGHTING FORM



CONTROLS	FUNCTION
Ⓐ Button	Attack
△ Button	Transmission
○ Button	Sway
○ + ⌂ Button	Backstep
○ Button (long press)	Heat Accel
✗ Button	Jump
Left Stick	Movement
Right Stick	Adjust Camera

CONTROLS	FUNCTION
⌂ Button	Reset Camera Position
⌂ Button (long press)	Ex Injection
Ⓑ Button	Change Form
Directional Button Up	Lock On/Off
Directional Button Down	Use Item
Directional Button Left/Right	Switch Item
START Button	Pause Menu
Screen (Touchscreen)	Change Secondary Cars

# CONTROLS



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## DRIVING FORM



CONTROLS	FUNCTION
Ⓐ Button	Rotational Attack
△ Button	Accel Attack
○ Button	Heat Accel
○ Button (long press)	Change Form
Left Stick	Change Direction
Right Stick	Adjust Camera

CONTROLS	FUNCTION
L Button	Break (Reverse)
R Button	Accel
Directional Button Down	Use Item
Directional Button Left/Right	Switch Item
START Button	Pause Menu

# CONTROLS



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## FIGHTING FORM (with Secondary Carms equipped)

Secondary Carms are long ranged weapons that can be used by all characters. Secondary Carms consume EP to fire bullets, so cannot be used when EP is lacking.

ACTION	CONTROLS	EXPLANATION
Attack	Ⓐ Button	Bullets are fired in long range attacks towards the direction that the player is facing. The type of attack varies depending on the Secondary Carms. With a submachine equipped, continuing to press the Ⓐ Button results in continuous fire.
Sway	Ⓑ Button	Evades in the direction the player is facing. Some evasive action have a invincibility timing.
Movement	Left Stick	The player moves in the direction the Left Stick is aimed towards.
Adjust Camera	Right Stick	The camera focuses in the direction the Right Stick is aimed towards while keeping the player character in the center.
Lockon	Directional Button Up	Locks on to the nearest enemy. If you defeat an enemy while locking on, it automatically switches to the closest enemy. You can switch the target with the Right Stick.
Switch Item	Directional Button Left/Right	You can switch the Secondary Carms to another item. The main weapon will then be equipped.

## ADVENTURE PART

CONTROLS	FUNCTION
Ⓐ Button	Skip
△ Button	View Backlog
Ⓑ Button	Toggle Text Window
ⓧ Button (long press)	Accelerate Text
⓪ Button	AUTO Playback





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\*PLEASE NOTE: Aksys Games recommends that with any defective game, you first consult with the store from which you purchased the game on their return/exchange policies. If no exchange is possible, please contact Aksys Games directly.



## **WARNING: PHOTOREACTIVITY/EPILEPSY/SEIZURES**

A very small percentage of individuals may experience epileptic seizures or blackouts when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or when playing video games may trigger epileptic seizures or blackouts in these individuals. These conditions may trigger previously undetected epileptic symptoms or seizures in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition or has had seizures of any kind, consult your doctor before playing.

**IMMEDIATELY DISCONTINUE** use and consult your doctor before resuming gameplay if you or your child experience any of the following health problems or symptoms:

- dizziness • eye or muscle twitches • disorientation • any involuntary movement
- altered vision • loss of awareness • seizures or convulsion.

**RESUME GAMEPLAY ONLY ON APPROVAL OF YOUR DOCTOR.**

 **WARNING: PHOTOREACTIVITY/EPILEPSY/SEIZURES****USE AND HANDLING OF VIDEO GAMES TO REDUCE THE LIKELIHOOD OF A SEIZURE**

- Use in a well-lit area and keep as far a way as possible from the screen.
- Avoid prolonged use of the PS Vita system. Take a 15-minute break during each hour of play.
- Avoid playing when you are tired or need sleep.

Stop using the system immediately if you experience any of the following symptoms: lightheadedness, nausea, or a sensation similar to motion sickness; discomfort or pain in the eyes, ears, hands, arms, or any other part of the body. If the condition persists, consult a doctor.

## PRECAUTIONS FOR USE

**Keep the PlayStation®Vita game card out of the reach of small children to help prevent accidental swallowing.**

This game card is for use only with the PlayStation®Vita system. Use of this game card with other devices may damage the device or the game card.

- Do not touch the game card terminals with your hands or with metal objects.
- Do not allow the game card to come into contact with liquids. Do not bend or drop the game card or otherwise expose it to strong physical impact.
- Never disassemble or modify the game card.



# PRECAUTIONS FOR USE

**Do not use or store the game card in the following locations or under the following conditions:**

- In a car with the windows closed (particularly in summer)/in direct sunlight/near heat sources
- In high humidity or corrosive environments.
- Be sure to insert the game card in the proper orientation.

**The data on the game card may be lost or corrupted in the following situations:**

- If the game card is removed from the system or if the system power is turned off while data is being read from or written to the game card.
- If the game card is used where it can be affected by static electricity or electrical noise.

If, for any reason, data loss or corruption occurs, it is not possible to recover the data. Backing up data regularly is recommended. Sony Interactive Entertainment Inc. and its subsidiaries and affiliates will not be held liable for any damages or injury in the case of data loss or corruption.



# FCC & IC NOTICE – PART 1

This device complies with Part 15 of the FCC Rules.

Operation is subject to the following two conditions:

- (1) this device may not cause harmful interference, and
  - (2) this device must accept any interference received, including interference that may cause undesired operation
- This equipment has been tested and found to comply with the limits for a Class B digital device, pursuant to Part 15 of the FCC Rules. These limits are designed to provide reasonable protection against harmful interference in a residential installation. This equipment generates, uses, and can radiate radio frequency energy and, if not installed and used in accordance with the instructions, may cause harmful interference to radio communications.

## FCC & IC NOTICE – PART 2

- However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause harmful interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:
- Reorient or relocate the receiving antenna.
- Increase the separation between the equipment and receiver.
- Connect the equipment into an outlet on a circuit different from that to which the receiver is connected.
- Consult the dealer or an experienced radio/TV technician for help.

**You are cautioned that any changes or modifications not expressly approved in this manual could void your authority to operate this equipment.**

This Class B digital apparatus complies with Canadian ICES-003.

Cet appareil numérique de la classe B est conforme à la norme NMB-003 du Canada.

DRIVE GIRLS

For more information on this  
game please visit

<http://www.aksysgames.com>

DRIVE GIRLS

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